

The Mentor 4.0



DUNGEONS  **DRAGONS**

A Martial Support Class



The Mentor

An affable dwarf weathers the onslaught of the attacking bandit, making helpful remarks about their footwork before concluding the lesson with a single, powerful blow.

The elven combat-scholar clutches a notebook full of training regiments as she motivates her mage companion to dig deep for his last remnants of magic. She barks warnings at another ally, narrowly saving them from a series of otherwise deadly strikes.

A gruff dragonborn veteran gives one mournful smile over their shoulder, knowing what needs to be done, and singlehandedly holds off an insurmountable threat so that their found family may survive.

Eyes for Potential

Few heroes achieve prominence all on their own, and many great tales feature those mysterious figures who take it upon themselves to guide, aid, and advice a future generation of legends. By sharing their experience, supporting their allies or personally stepping up to face the threats that might otherwise cut another hero's journey short, mentor figures play a crucial part in many epic tales. Their influence may persist even in death.

Mentors leave their mark on the world by seeing allies not just for what they are, but for what they could be. Where some might inspire with charm, or empower through divine magics, a mentor simply encourages people to strive, and helps them use their individual skill sets to the fullest extent.

Selfless Supporters

Mentors achieve their greatest impact when they work to help companions shine. This ability to coax excellence from others grants the mentor a great degree of freedom in how they carry themselves.

An eccentric lifestyle or intentionally disarming demeanor can become tools by which this sage ally tricks foes into underestimating them, whilst cultivating a powerful bond with the friends who know their true value. Alternatively, the mentor might use their reputation and experience to draw ire away from their fellowship, and risk martyring themselves for the greater good.

Whether the mentor is a well-meaning family member, an analytical genius, or an old legend seemingly past their prime, they provide a much-needed support structure for anyone taxed by the strains of adventuring.

Versatile Teaching

Great teachers come from many walks of life. When you first select this class, or gain a new level in Mentor, select one ability score from Intelligence, Wisdom or Charisma. This score's modifier counts as your Lesson modifier as well.

The Mentor

Level	Proficiency Bonus	Features	Bided Time Dice per Turn
1st	+2	Bided Time, Strike Now	1
2nd	+2	Hidden Reserves, Time Heals	1
3rd	+2	Archetype feature	1
4th	+2	ASI	2
5th	+3	Life Lessons, Strike Now improvement	2
6th	+3	Archetype Feature	2
7th	+3	Full Potential	2
8th	+3	ASI	3
9th	+4	Advanced Teachings	3
10th	+4	Archetype Feature	3
11th	+4	Forgotten Strength, Strike Now improvement	3
12th	+4	ASI, Life Lessons improvement	4
13th	+5	Improved Hidden Reserves	4
14th	+5	Archetype Feature	4
15th	+5	Montage	4
16th	+5	ASI	4
17th	+6	Nothing Left to Teach	4
18th	+6	Renewed Strength	4
19th	+6	ASI	4
20th	+6	The Time has Come	4



Class Features

As a Mentor, you gain the following class features

Hit Points

Hit Dice: 1d10 per Mentor level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons, improvised weapons

Tools: Choose one set of tools

Saving Throws: Intelligence, Wisdom

Skills: Choose any three skills

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon and a shield or (b) two martial weapons.
- (a) a dungeoneer's pack or (b) a scholar's pack
- (a) a set of Chain mail or (b) leather armor
- One set of tools that you are proficient in

Bided Time

When you spend your turn in Initiative not dealing damage, add a Bided Time die (a d4) to your Bided Time pool. The number of Bided Time dice added to your pool on such a turn increases to two at 4th level, three at 8th level and four at 12th level.

The pool can contain a max number of dice equal to your Mentor level. When you deal damage you may expend any number of dice from the pool and add those to the damage rolled against one creature or object.

You may also fill your Bided Time pool completely during a long or short rest by performing mentoring acts such as teaching, counseling or sparring with a willing creature. Half the dice in your Bided Time pool (rounded down) disappear when you roll for Initiative.

Strike Now!

As an action, you allow one creature within 60 feet of you to immediately make a singular weapon attack against a creature of your choice. A creature can only be granted this additional attack once per round of combat.

Starting when you hit 5th level, the target of your Strike Now feature can add 1d10 to their damage roll if the attack hits. This bonus damage increases to 2d10 once you become level 11.



Hidden Reserves

Starting at 2nd level you can spend a bonus action to restore one use of a creature's ability or spell slot that otherwise restores on a short rest. They must be able to see or hear you.

Alternatively, if the creature has a pool that refills during a short rest, such as Ki points, Superiority dice or a 5th level bard's Inspiration dice, you may use Hidden Reserves to restore half that pool (rounded up).

Once used, you cannot use this ability again until you've completed a long rest. At 13th level, you may use this ability twice per long rest.

Time Heals

You instill the strength to push past injuries, and can soothe aches with a reassuring word or expert touch.

From 2nd level onwards, you may as a bonus action expend any number of dice from your Bided Time pool and heal one creature you can touch by the amount rolled.

You may use this feature a number of times equal to your Lesson modifier. You regain all expended uses when you finish a long rest.

Mentor Archetype

At 3rd level you choose which archetype of mentor you will be: The Eccentric, the Protective, the Mystical or the Strict. Your choice grants you features at 3rd, 6th, 10th and 14th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase 2 ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.



Life Lessons

By 5th level, your experience allows you to teach friends and foes valuable life lessons.

Whenever you finish a long rest, select two options (for which you meet the prerequisites) from the Lessons detailed at the end of the class description. You are able to use those Lessons until you finish your next long rest.

Starting at 12th level, the number of Lessons you can select each day increases to three.



Full Potential

Starting at 7th level you may, as an action, restore one use of a creature's ability or spell slot that otherwise restores on a long rest. They must be able to see or hear you.

Once used, you cannot use this ability again until you've had a long rest.

Advanced Teachings

Upon reaching 9th level in this class, your attack rolls have advantage while your Bided Time pool is full.

When using your *Strike Now!* ability you may select one additional effect:

- The target can move up to half their movement speed before or after making the attack.
- You gain one Bided Time die.
- The target may cast a cantrip instead of making a weapon attack, but does not add the additional d10's from your *Strike Now!* feature to any damage rolled.

Forgotten Strength

At level 11, choose one feature that another class or subclass could gain at level 7 or lower. Alternatively, choose a spell of level 4th or lower. You now have that feature, or the capacity to cast that spell once per long rest. This choice might reflect powers your Mentor had in their prime.

If the chosen ability forces creatures to make saving throws the DC = 8 + your proficiency bonus + your Lesson modifier. Your spellcasting ability if necessary is your Lesson modifier's.

You do not count as having any levels in the feature's associated class, and the chosen feature can not be one that changes depending on the character's level. A few examples of off-limits choices would be ones like *Action Surge*, *Rage*, *Wild Shape*, *Bardic Inspiration*, *Sneak Attack* and any class's *Spellcasting* feature.

Some allowed examples would be features like a Rogue's *Evasion*, a Monk's *Shadow Step* or a Divination Wizard's *Portent*.

Montage

Starting at 15th level, you begin to spot potential improvements in people that can be accomplished via an extended period of training. With 1 week of practice, for which you must be present 8 hours every day, the target/targets of your montage may choose one of these benefits:

- Gain proficiency in a skill tied to their lowest ability score.
- Increase their daily number of prepared spells by 1.
- Boost their max HP by 5.

If that week is extended to 1 month of training, the target/targets of your montage also gains one of these benefits:

- Learn one cantrip of their choice. Spellcasting ability is determined by which class's spell list they choose the cantrip from.
- Gain either the Martial Adept, Crusher, Slasher or Piercer feat.
- Get proficiency in a saving throw tied to their lowest ability score.

Multiple creatures can be trained simultaneously, but your Montage's benefits can at no point in time be affecting a number of creatures greater than your Lesson modifier. The benefits of a Montage last until the creature undergoes a Montage again.



Nothing Left to Teach

At level 17, a number of allies equal to your Lesson modifier add +2 to one ability score of their choice. This feature can push ability scores higher than 20.

The bonus fades if the allies spend more than 1 week separated from the Mentor, but if said Mentor leaves the narrative entirely the DM may deem it appropriate for the bonus to become permanent.

This feature can never be applied from multiple Mentors.

Renewed Strength

At level 18, choose one feature that another class or subclass could gain at level 15 or lower. Alternatively, choose a spell of level 8th or lower. You now have that feature, or the capacity to cast that spell once per long rest.

If the chosen ability forces creatures to make saving throws the DC = 8 + your proficiency bonus + your Lesson modifier. Your spellcasting ability if necessary is your Lesson modifier's.

You do not count as having any levels in the feature's associated class, and the chosen feature can not be one that changes depending on the character's level.

The Time has Come

Upon reaching 20th level, your Bided Time dice become d10s. You no longer lose any Bided Time dice from your pool when rolling Initiative.



Mentor Archetypes

The Eccentric

Their methods are often inscrutable, but they have much wisdom to impart. Eccentric mentors tend to be affable or unimposing figures who forge wholesome bonds with their allies and only show their true capabilities when things are most dire.

Humbling Experience

Starting at level 3 you may, when failing an ability check, gain a bonus equal to your Lesson modifier, potentially turning the failure into a success. If the roll in question was a contested ability check you may choose to instead gain a bonus equal to your opponent's challenge rating or level. You may use this feature a number of times equal to your Lesson modifier, and regain all expended uses on a short rest.

Wax on, Wax Off

By 6th level, during a long or short rest, you may spend time with an ally that involves acts like telling them a story, teaching them about a tool you're proficient in or having them help you with chores.

Grant that ally one of the following benefits that persists until your next long or short rest:

- They have resistance to psychic or necrotic damage and immunity to either the frightened or charmed condition.
- Their weapon attacks deal an additional 1d4 psychic damage. By imparting techniques that confound, outwit or demoralize opponents, you show that true battles are won in the mind.

- Any time before your next long or short rest they may ask you a single "yes or no"-question, and you have a hunch about the correct answer. This functions as though you were the deity being beseeched by a *Commune* spell.

Puzzling Mind

By 10th level, insight checks against you are made at disadvantage. Whenever you make a Charisma based ability check, but before you know whether the roll succeeded or failed, you may expend up to two dice from your Bided Time pool and increase your result by the amount rolled.

Underestimated

Starting at 14th level, when forced to make a saving throw by another creature, you may choose to instead engage them in a contested ability check.

You and the creature both make checks using the ability you would otherwise have used for the saving throw. If you win the contest you count as having succeeded on the saving throw, otherwise you count as having failed. If you beat your opponent's result by 10 or more you also impose the effect of a failure back on them.

If the effect requires concentration to maintain, you can choose to be concentrating on it. Future saves against the effect have a DC equal to 8 + your proficiency bonus + your Lesson modifier.

You must finish a long rest before you can use this feature again.



The Protective

A lifespan is limited, but the bonds forged during it are eternal. A Protective mentor dedicates themselves wholly to the promise they see in their companions, and strives to further the party's journey at all costs. Even when it means risking their own life.

Shield of the Passing Torch

Starting at level 3, when a creature within your movement speed range becomes targeted by an attack or unwanted spell, you can use a reaction to move adjacent to them and become the target in their stead. You may choose whether to trigger opportunity attacks or not during this movement.

Should the targeting effect leave you at 0 hitpoints, the shielded creature gains a bonus to their damage rolls equal to half your mentor level (rounded up). This bonus persists for 1 minute. Once this bonus has been granted, it cannot happen again until after you finish a long rest.

Just Another Path

By 6th level, during a long or short rest, you may spend time steeling your resolve to protect your allies. Choose one of the following benefits that persists until your next rest:

- You gain resistance to one of these three damage types: Piercing, Slashing, or Bludgeoning.
- Your movement speed increases by 15 feet.
- You remember or deduce two useful bits of information about the nearby area. This functions like the spell *Commune with Nature*.

Watchful Mind

At 10th level, the frightened condition can no longer inhibit your movement.

Whenever you make a Wisdom based ability check, but before you know whether the roll succeeded or failed, you may expend up to two dice from your Bided Time pool and increase your result by the amount rolled.

Never Late

Starting at 14th level you may, as an action, designate a willing creature that you can touch. You can have a number of creatures up to your Lesson modifier designated at the same time, and if you use this ability on an additional creature after reaching that maximum you must select one of your previous targets to lose their designation.

Whenever a creature designated by you drops below half their total hitpoints, you become aware of this fact and who it happened to. If you are asleep when becoming aware of it, you may choose to wake up.

You can use your action to instantly appear within 15 feet of a creature that you've designated with this ability, provided that they are on the same plane of existence as you.

Once used in this way, you may not use *Never Late* again until after completing a long rest.



The Mystical



certain people carry an arsenal of abilities so varied and fantastical that one constantly wonders what they might do next. Whether they're a powerful wizard or a whimsical nanny, Mystical mentors teach others to expect surprises around every corner.

Spellcasting

When you reach 3rd level, you further your air of supernatural mystery with the ability to cast spells.

Cantrips

You learn three cantrips of your choice from the wizard spell list. You learn another wizard cantrip of your choice at 10th level.

Spell Slots

The Mystical Mentor Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *Fog Cloud* and have a 1st-level and a 2nd-level spell slot available, you can cast *Fog Cloud* using either slot.

Spells Known of 1st Level and Higher

You know three 1st-level wizard spells of your choice, two of which you must choose from the abjuration or conjuration spells on the wizard spell list.

The Spells Known column of the Mystical Mentor Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability

You use your Lesson modifier's ability whenever a spell refers to your spellcasting ability. In addition, you use your Lesson modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Lesson modifier

Spell attack modifier = your proficiency bonus + your Lesson modifier



Mystical Mentor Spellcasting

Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
9th	3	6	4	2	—	—
10th	4	7	4	3	—	—
11th	4	8	4	3	—	—
12th	4	8	4	3	—	—
13th	4	9	4	3	2	—
14th	4	10	4	3	2	—
15th	4	10	4	3	2	—
16th	4	11	4	3	2	—
17th	4	11	4	3	3	—
18th	4	11	4	3	3	—
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

Magical All Along

By 6th level you may, during a long or short rest, lend some of your magic to a willing creature with an Intelligence of 6 or higher. Choose one 1st level spell from the Wizard spell list that does not have the ritual casting tag. That creature may cast this spell once without expending a spell slot. Their spellcasting ability modifier for this spell is your Lesson modifier, and the DC of the spell equals 8 + your proficiency bonus + your Lesson modifier.

The creature's ability to cast the spell fades if you use this feature again.

Sage Mind

At 10th level, whenever you make an Intelligence based ability check, but before you know whether the roll succeeded or failed, you may expend up to two dice from your Bided Time pool and increase your result by the amount rolled.

Conjurer of Cheap Tricks

By 14th level you may, once per long rest, cast a 5th level spell from the Wizard spell list without expending a spell slot.



The Strict

Tough love and demanding challenges are tools by which the Strict mentor tries to prepare their allies for a dangerous world. While they may sometimes come across as ornery or callous there is often a great deal of care behind their hardened exterior.

Criticism

Starting at 3rd level your ability to criticize an ally's missteps motivates them to succeed at future attempts.

When a creature within 60ft of you fails a d20 roll where they added an ability modifier, you may use your reaction to critique them for it. Make note of which ability's modifier was added. That creature now has advantage on all d20 rolls it makes using the same ability as the previously failed roll.

This effect ends once the creature has succeeded on such a roll, or when you use your *Criticism* feature again, whichever comes first.

We Rest When We're Dead

By 6th level you may, during a short or long rest, lead a number of willing creatures up to your Lesson modifier through grueling exercises that sharpen their talents and teamwork. Anyone undergoing this training can choose one of the following effects:

- They may expend a number of their hit dice up to your Lesson modifier and gain temporary hitpoints equal to the amount rolled (they do not add their constitution modifier to the rolls). These temporary hitpoints persist until their next short or long rest unless otherwise depleted.

- The creature may add your Lesson modifier to one attack roll made before their next short or long rest. They can do so after seeing the initial roll but before knowing whether the roll succeeded or failed.
- They may use the Help action as a reaction once before their next short or long rest.

Creatures involved in the training still gain all other benefits of a rest.

Stoic Mind

At 10th level, whenever you make a Strength or Constitution based ability check, but before knowing whether the roll succeeded or failed, you may expend up to two dice from your Bided Time pool and increase your result by the amount rolled.

Like We Practiced

Starting at 14th level, you gain the ability to remind others of the hardships they've overcome so far, and grant them the strength to win when things seem most dire.

As an action you may call out a battle formation. For the next minute, creatures within 60 feet of you gain the following benefits:

- +1 to AC for every allied creature within 5ft of them (to a max of +5).
- +1 to damage rolls for every allied creature within 5ft of them (to a max of +5).
- +1 to Dexterity saves for every allied creature within 5ft of them (to a max of +5)

Once used, you may not use this ability again until after completing a long rest.



Lessons

Ace up The Sleeve

You know one cantrip from the Wizard spell list. Starting at 11th level, this Lesson also lets you cast a 1st level spell from the Wizard spell list once without expending a spell slot. Your spellcasting ability for these spells is your Lesson modifier's.

This Lesson can be selected multiple times on the same day.

Dooooooooodge!

Your teachings prove effective enough to ward against danger with split-second advice. Whenever a creature within 60 feet of you is targeted by an attack, you may expend one Bided Time die from your pool and add the number rolled to the creature's AC against that attack. You must choose to use this ability before knowing the result of the attack roll.

Empty Your Cup

You can spend one action helping a willing spellcaster clear their mind and remember the right spell from their arsenal. They may replace one spell they have prepared for another spell on their list of spells known. They must be able to see or hear you. Once used, you may not use this ability again until after a short rest.

Ex Position

Prerequisite: 8th level.

You have been many places, and thus know many things. By spending 10 minutes smoking or otherwise enjoying 250gp worth of incense you may bring to mind a brief summary of the significant lore about a person, place or object. This functions like the spell *Legend Lore*. Alternatively, you may cast the spell *Find the Path*.

Once used, you may not use this ability again until after a long rest.

Fly You Fools

As an action, you may target a number of creatures up to your Lesson modifier who can see or hear you. For the next minute, each of those creatures get one additional action on their turns. This action may only be used to take the Dash action. You may also trigger this Lesson as part of your action when you initiate the *I'll Hold Them Off* Lesson.

Once used, you may not use this ability again until you have completed a long rest.

I Have the High Ground

You punish the hubris of an enemy's reckless advance. You may use your reaction to enact this Lesson on another creature's turn. Until the end of their turn you manage to land counters whenever one of their melee attacks misses you, reducing the attacker's hitpoints by an amount equal to your Lesson modifier.

Once you reach 11th level in this class you can reduce the attackers hitpoints by an amount equal to twice your Lesson modifier for every missed attack.

You may also trigger this Lesson as part of your reaction when enacting the Protective Mentor ability *Shield of the Passing Torch*.

I'll Hold Them Off

Prerequisite: **Ask your Dungeon Master if this ability fits the style of campaign they're running.**

You may spend an action to remove yourself, and a number of enemy creatures whose combined CR sum equals no more than 1.5 times your Mentor level, from combat. You "hold off" the removed creatures long enough for your allies to finish the remainder of the encounter and/or escape.

Once your allies are out of Initiative (either by escaping or overcoming the remaining threats), roll a d20 that cannot be modified or rerolled.

- On a 1-3 you die heroically. This death is permanent and cannot be reversed via resurrection spells, nor can the loss of the character be staved off by any other means, such as a Death Ward or Clone spell. Having protected your allies, your soul is at peace and does not return.
- On a 4-19 you somehow managed a tense standstill or daring escape. Reduce your HP to half of what it was when you enacted this ability (minimum of 1). If your allies stayed to continue the fight, have everyone roll for Initiative again. If they escaped, you catch up to them.
- On a 20, you killed all enemy creatures that were removed from combat. Put yourself at 1 HP. If your allies escaped, you catch up to them. Should the critical success occur, future 20's can only result in a standstill for the next month.

If in Doubt, Follow Your Nose

When a creature within 60 feet of you makes a Survival, Insight or Investigation check you may as a reaction expend up to two dice from your Bided Time pool and increase their result by the amount rolled. You may choose to use this ability after the roll but before knowing whether the check succeeded or failed.

If You Can Dodge a Wrench

By repeatedly throwing objects at allies, you hone their reflexes. You may make non-damaging ranged weapon attack rolls against allied creatures. For each of these attacks that hit a creature, they gain a +1 bonus to their AC against ranged attacks until their next long rest.

This bonus applies only if the target doesn't intentionally improve their odds of being hit, but the Mentor may attempt to improve their odds of hitting by any means at their disposal.

You can make a total number of these attacks up to to your Lesson modifier. This Lesson can be selected multiple times on the same day.



Just Be Yourself

You assure a creature that they are unique, wonderful and worthwhile.

When a creature within 60 feet of you makes a Persuasion, Performance or Animal Handling check you may as a reaction expend up to two dice from your Bided Time pool and increase their result by the amount rolled. You may choose to use this ability after the roll but before knowing whether the check succeeded or failed.

Legacy

Prerequisite: **11th level, I'll Hold Them Off and permission from your DM.**

You can choose to enact the *I'll Hold Them Off* ability instead of making a death saving throw. This entails the Mentor willing themselves back to 1 hitpoint for the purpose of aiding their allies.

When you use the "I'll Hold Them Off" ability you may increase the combined CR sum of creatures you are able to remove from combat. If you do this, the range of rolls that results in your death expands by a similar amount. For example, if you wish to Hold Off enemies with a CR sum that is 3 higher than you could normally Hold Off, you may do so. But you now die on a roll of 1-6 instead of 1-3.

Should you die when using your "I'll Hold Them Off" ability, one of the following effects occur (DM's choice):

- Your party members level up.
- You kill, seal away or fundamentally defeat one creature of your choice among the enemies held off.
- You return to life 24 hours later as a class of your choice other than the Mentor, whilst retaining your level. This is the only exception to the otherwise permanent character loss of *I'll Hold Them Off*.

Let me Shoulder it

As an action, you embrace a willing creature other than yourself and try to help them work through difficult emotions. If they are experiencing Exhaustion, Maximum Hitpoint reduction, a curse or the Frightened condition, you may purge one of those effects from them at the risk of transferring it to yourself.

Make a DC 15 Wisdom saving throw. On a failed save, you are now under the effects of the condition you removed from the creature. Once used, you may not use this ability again until you have finished a short rest.

Stay Alert

When you or any creature within 30 feet of you rolls for Initiative, you may expend one Bided Time die from your pool and increase their Initiative by the amount rolled. If you wish to target multiple creatures with this ability a separate Bided Time die must be expended for each creature.

This occurs AFTER rolling for Initiative causes you to remove half the dice from your Bided Time pool.

Stop Trying to Hit Me and Hit Me

You spar with an ally, and talk them into truly striking you. At the end of a short or long rest, one willing creature of your choice can make a weapon attack roll against you, dealing damage as normal upon a hit.

Make note of the damage you take. If this creature deals damage with the same weapon in the future they can choose to remember their training and increase the damage by the amount you wrote down, at which point this benefit fades.

This benefit also fades during your next long or short rest.

Who are YOU, and what do YOU want?

As an action, you confront a creature that can hear you with difficult questions or harsh truths. If they are behaving in a way contrary to their moral judgment (for example because they are possessed, magically dominated, or coerced) you may for the next minute expend 1 die from your Bided Time pool any time they make an attack roll, ability check or saving throw and decrease the result by the amount rolled. The DM adjudicates if a creature qualifies as behaving against their moral judgment.

Why Do We Fall?

Prerequisite: 8th level.

A moment shared with you gives a creature the strength to carry on when they would otherwise stay down. You may cast the *Death Ward* spell once without expending a spell slot.



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